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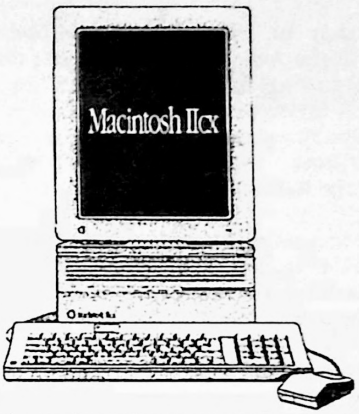

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AzApple September 89

AzApple JOURNAL ARTICLES

Articles or advertisements submitted to the editor of this Journal by the 1st of the month preceeding the date of publication will be considered for inclusion. AzApple reserves the right to edit all copy for space requirements.

Articles may be submitted for publication by sending them to the AzApple Tree BBS (264-3800) and uploading them to the Editor's Library, L50. You can also send your article on disk to: Editor, Arizona Apple Users Group, P.O. Box 34056, Phoenix, AZ 85067. Or, hand your disk to the Editor at the next meeting. (Your disk will be returned at the following meeting.)

Joe Tvedt has set aside a special AzApple section of his Red Ryder Host Bulletin Board (602-870-1810, 8N1, 300/1200/2400 baud) for uploads to the Editor. Articles uploaded will be downloaded by the Editor.

If you have any questions, you can leave EMAIL for George Anderson on either the AzApple Tree (User #367) or Joe Tvedt's Red Ryder Host BBS or call him at 895-6710.

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AzApple MEMBERSHIP SERVICES

24 Hour Information Line (InfoLine) for the latest schedule of coming attractions: 602-277-8511.

Meetings – 2nd Saturday of each month at METRO TECH, just west of 19th Avenue on Thomas Road in Phoenix. (See meeting agenda above.)

AzApple **Aides:** Members may make free use of this help service available from Volunteers of the club proficient in the use of the indicated programs. See Center Section for complete listing.

Software Library:

Mel Goodwin	943-1733	Apple II
Mark Harris	979-9230	Macintosh

3 AzApple BBSs – Up–to–date information on many topics, protocol 8N1, 300/1200/2400 baud.

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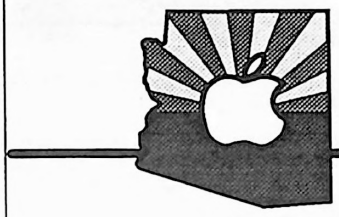
I wish to express my thanks to the following people for their regular and valued assistance in the production of this newsletter: Jack Fouquette; John Bohn; Jerry Cline; Derek Cline; Barry Prowell; Bob Smith; and other regular contributors without whom this Journal would not be possible. *George Anderson, Editor*



AzApple

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USER GROUP
CONNECTION

AzDialog

Editors Note: This series is comprised of posts from the three AzApple BBSs. The opinions expressed here are those of the individuals named. AzApple does not endorse these opinions nor assume responsibility. They are published as a matter of public interest. Comments may be directed to George Anderson, Editor, on the BBSs, or personally.

GS LIBRARY ADDITIONS
Wayne Wilcoxon (#274), GLENDALE, AZ

There is a new file in L18, named PD.GS.ADDITIONS, it is a description of the latest additions to the GS public domain library, that have been added since June 1, 1989. The disks numbered from 3.5.25 through 3.5.29 were available at the AzApple Fiesta, 3.5.30 through 3.5.33 have been added since that time. These disks contain just about everything from "A to almost Z". Starting with Print Shop art, borders, and fonts, new games, music (nearly 100 songs), GS/OS system 5.0 and tools, and a few hard disk utilities. All of the disks will be available at the Aug. 12th AzApple Meeting at Metro Tech. I have plans for more additions to the AzApple Library for both the Apple II and the GS, in the near future, but would like to make the disks as full and useful as possible, so if you have any public domain, freeware, or shareware for either the Apple II or GS that can be added to a disk just let me know. I would be glad to make arrangements to get it from you. I am sure you have ideas about what you would like to see added, so all you need to do is let me know what it is. To help you get an idea about what I would like to see added, include, public domain "Mean 18" golf courses I've heard there are lots of these, (but not in our library), sound files, and HyperStudio stacks. If you have any of these or other programs that interest you, let's see what we can do to get them added to the library. If you have something already on disk and would like to bring it with you to the meeting, that would be great. We can either return your disk to you, or we can exchange it for a new blank disk at that time. You can contact me either by mail:

Wayne Wilcoxon
5737 W Carol Ann Way
Glendale, AZ. 85306
or phone:
602-439-0736

or in person at the meetings, I've been helping Mel Goodwin at the library desk at the front left side of the Metro Tech auditorium, see ya there.

GS/OS SYSTEM 5.0 - WARNING-WARNING!! Bob Smith #13), Phx,Az

If you're thinking of upgrading to the new system 5.0 READ THIS NOTICE!! There are TWO versions of the 5.0 SYSTEM DISK floating around the Valley. One of the versions is definitely corrupted (possibly virally) and WILL CAUSE DAMAGE to your ROM Drive, HARD disks, various programs (like Proterm), and/or your 3.5" drives. The bad version in indistinguishable from the Authorized version, except that in SOME cases the subdirectory /Tutorial is missing. Otherwise, it will install and APPEAR to work properly, just like the good version. IF YOU GET AND USE THE CORRUPT VERSION: After a few times at bat, you will begin to have unusual unexplainable

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errors (one of the most common is a "Disk Full" or "Disk write protected" error when trying to make a file copy using Copy][+ or any other utility, EVEN THO THE DISK IS FORMATTED, UNLOCKED, AND EMPTY!), shortly after these errors occur, your ROM drive (if you have one) will crash and shortly after that, your hard drive will also have difficulties (beyond the capabilities of Mr. Fixit to repair). Please note, that the corrupt version is NOT limited to pre authorized prerelease copies which may have become accessible, one least one individual apparently received the corrupt version by purchasing it at a retail store, and on a disk bearing the Apple label. All the results are not in yet on the "good" version, and it may simply be, that GS/OS 5.0 contains significant bugs, and that the "bad" version is just buggier, but.....BE CAREFUL. Finally, the version which is included in the AzApple Library, and available to members as of 8-12-89, IS the GOOD VERSION (I can personally attest to that)

TREE JOKE
Dave Scott (#181) Sun City, Az

Did you hear about the S & L that was so hard hit that when you went to close out your account you had to give them a radio ?

GENEALOGY PROGRAM
Harry Sketo (#266), Phoenix,Az

Recently purchased the Personal Ancestral File (PAF) a genealogy program, from the LDS Church. Cost $35. I have been using it for about 2 weeks, inputting family records. It has some strong points, price, C based, neat pedigree printouts & screens, definable keys as well as some weak points, Dos 3.3 format, writes each field to disk as it is entered & won't allow Ramdisk selection. It also contains info fields pertinent only to the LDS church. I have written to the support group about the Ramdisk thing & hope they have a patch for that. The program is available to the public as well as to church members. It comes on 5.25 floppies (4 floppies, 7 sides) & comes with a 323 page manual. I called the LDS Family History Center in Mesa for a brochure & order form. The program is available for Apple II's, Mac. (&MS-dos) sigh! So far I think it is worth the $. Would be happy to field questions

GS/OS
Arnold (#243), Wickenburg,Az

This, no doubt, will seem a little pointless but I noticed that an 800K disk formatted in ProDos System 3.0 uses 4K of space for formatting whereas the same disk formatted with GS/OS System 5.0 uses only 3K of space for formatting. I probably don't really understand what I'm talking about but I thought it was kind'a interestin'. By the way, does anyone know if AE's Vulcan Hard Drives will operate with GS/OS System 5.0s' new SCSI interface? Actually I'm not sure if I'm even asking the right question but what the heck.

GS/OS
Jerry Cline (#1), Sysop

Your are asking the right question, but let me clarify it. Is the Vulcan drive an SCSI drive and since you have to use a card in one of your slots, can you daisy chain? That is a good question and if someone does not get to it before I can get an answer, I will find out for you. If it does NOT, then effectively, you lose a slot if you use the Vulcan. In fact, you really lose six potential slots since you can daisy chain seven SCSI devices. Its my candid opinion that I would NOT buy a drive that is not SCSI. There are too many advantages to having it SCSI and too many disadvantages to NOT have it SCSI. Its also my personal opinion that the guys from Chinook have done the most homework and quality control available today. Their drive for the Apple // market is not internal, but it is the quietest and physically smallest drive I have used. It is the same size as a 5.25" drive and it stands on its edge. It is also VERY fast and you are using one while you are reading this. Not that it is all that important, they also have their software developed to a point where you can partition one of their drives with DOS 3.3, ProDOS and Macintosh all at the same time. So a guy like Rober Wagner who is using Macs and Apple's side by side, just plugs the drive into the particular machine he wants to use the hard drive on. While it is true that this in itself is not the absolute end for some of us, I just mention it to re-enforce the statement about these guys having their homework done. BTW- If you would like to talk to Chris Adams, President of Chinnok, he checks in here frequently and his user number is 8. He always checks Branch 21, The Hard Drive Branch.

Disinfectant Version 1.2
John Norstad, Northwestern University

Another Macintosh virus named "nFLU" has been discovered at the University of Minnesota. This virus is identical to nVIR B, except for the name change.

Disinfectant version 1.2 has been configured to recognize nFLU.

We recommend that all Disinfectant users obtain a copy of this new version.

Disinfectant is free.

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Features:

- Detects and repairs files infected by Scores, nVIR A, nVIR B, Hpat, AIDS, MEV#, nFLU, INIT 29, ANTI, and MacMag. These are all of the currently known Macintosh viruses.
- Scans volumes (entire disks) in either virus check mode or virus repair mode.
- Option to scan a single folder or a single file.
- Option to "automatically" scan a sequence of floppies.
- Option to scan all mounted volumes.
- Can scan both MFS and HFS volumes.
- Dynamic display of the current folder name, file name, and a thermometer indicating the progress of a scan.
- All scans can be canceled at any time.
- Scans produce detailed reports in a scrolling field. Reports can be saved as text files and printed with an editor or word processor.
- Carefully designed human interface that closely follows Apple's guidelines. All operations are initiated and controlled by 8 simple standard push buttons.
- Uses an advanced detection and repair algorithm that can handle partial infections, multiple infections, and other anomalies.
- Careful error checking. E.g., properly detects and reports damaged and busy files, out of memory conditions, disk full conditions on attempts to save files, insufficient privileges on server volumes, and so on.
- Works on any Mac with at least 512K of memory running System 3.2 or later with HFS.
- Can be used on single floppy drive Macs with no floppy shuffling.
- Extensive online document describing Disinfectant, viruses in general, the Mac viruses in particular, recommendations for "safe" computing, Vaccine, and other virus fighting tools. We tried to include everything in the document that the average Mac user needs to know about viruses.

NEW GS!

CUPERTINO, California. August 15, 1989. Apple Computer, Inc. announced today that it has increased the memory that comes standard with its Apple IIgs highlight computer, offering greater value to new Apple IIgs customers for no additional charge.

"This change continues to demonstrate Apples commitment to provide enhancements that improve the Apple II computing experience," said Jean-Louis Gassy, president of Apple Products. "Together with the new Apple IIgs System Software 5.0, first available last month, the new Apple IIgs provides a much more robust platform for current and future software applications. Customers will find the Apple IIgs faster, more responsive and more capable than ever before."The Apple IIgs now comes with 1 megabyte (technically, 1.125 megabytes) of random-access memory (RAM) and 256K of read-only memory (ROM) -- rather than the 512K RAM and 128K ROM in the Apple IIgs it replaces. With 1 megabyte of RAM standard, the computer will operate on the AppleTalk network system and handle larger documents and more sophisticated applications without the need for added memory. Additionally, some features of the new System Software 5.0 have been included in the computers ROM, providing developers more efficient access to system tools. The new Apple IIgs is compatible with hardware and software designed for previous Apple IIgs computers.The recommended upgrade path from the current Apple IIgs 512K is to add memory and install System Software 5.0. Apple is not offering an upgrade kit because the logic board replacement is not cost effective.

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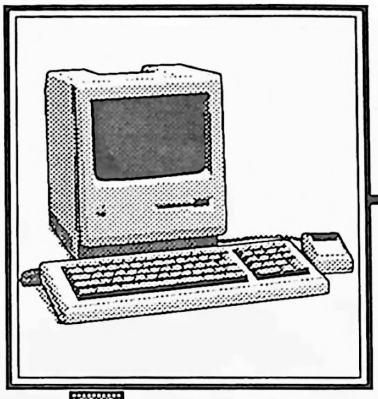

MacTips

From John Grzywacz-Gray, Editor
Fat Bits Magazine
Published in Dallas Apple Gram
May, 1989

This column is directed at beginners and is continued from last month.

11. Avoid the needle nosed pliers...the fact is that the Mac Plus and Se have a much smaller opening for the disk than the old 512. The problem occurs when you have too many labels on a disk or if an adhesive label corner comes up it is possible for the disk to jam in your drive. Don't try to remove it yourself...let your local Mac Dealer remove it so that you minimize the possibility of damage to the drive. Never try to force a stuck disk out of the drive, you can damage the drive. Try pushing the disk back in and eject it again. If repeated attempts do not eject the disk properly, take it to a dealer.

12. It is a really good idea to always turn your Mac and peripherals off before changing any cables. According to Mouse Droppings it is essential to first turn off any SCSI device attached. You can damage a hard disk or tape drive if you don't turn it off first.

13. COMMAND & OPTION Key combination is our miracle cure for all kinds of problems. If your disk should bomb when you insert it into your Mac you might be able to get around the problem by holding down the Command and Option Key while the Mac tries to boot the disk. You will be rebuilding the desk top. Sometimes this process will work to reconstruct the directory on your hard disk. On some older systems you can lose folder titles and window sizes though you won't loose the contents. Rebuilding the desktop will frequently speed up the action on your Mac as files that are used by the desktop (you can't see them) are cleaned up.

14. Another way to get into a bad disk is to start up with another disk, then eject it once the desktop is drawn. Insert the damaged disk. If the data hasn't been totally fired, the Mac should ask if you want it to repair the disk. (It is a better idea to use Apple's Disk First Aid utility on a damaged disk first. It can better determine the problem with the disk.)

15. If you disk doesn't show a Bomb icon, but merely gets spit out when booting your Mac, it isn't damaged at all. It just lacks a system file. You must always have a system file on a disk you use to start up. (A ac icon with a flashing X is the indication that the disk you just inserted does NOT contain a system folder.)

16. If the sad Mac face comes up, making it impossible to eject the disk from the Finder, reset the Mac (by pressing the reset button or turning the Mac off and back on again) while holding down the mouse button. The disk should pop right out of the drive.

17. Write Apple and ask them why they don't have an eject button on their disk drives? It seems absurd that in order to get the disk out in dire cases you must search through your desk looking for a paper clip to straighten out and insert in the hold just to the right of the disk drive. Did you know that you could ruin your drive and that the process does not always work with 800K drives? Yuk!

18. Did you know that you can press the first letter o tow or a file's name when searching a dialog box? Try it...it works...it will take you right to the file you are searching. (It works on more than just the first letter-you can type in the first several letters of a file name and get even closer to the correct file.)

19. Double click on a file name and it will open the application and the file. You don't have to use the open command. Double clicking opens almost anything, any place anywhere. (This works if you have your applications in a folder level higher than your documents. Proper organization of your files and folders is necessary to be sure double clicking a file will find the application it needs.)

(Mac Tips-Continued on Page 10)

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20. Another short cut to open files: Once your file is selected (in the "open" dialog box for selecting files) all you need to do is press the return key and the file will open.

21. You can Eject a disk quickly from the desktop by dragging the disk icon to the trash can. This only works safely with Finder version 4.1 and higher. (This will NOT erase a disk.)

22. Close all open windows by simply holding down the Option key when you click on the one window's close box. Of course this trick only works if you have a 512E, a Plus, an SE or a II.

23. You can drag an inactive window anywhere you want on the desktop (without making it active) by just holding down the COMMAND ey while dragging.

24. BackUp, BackUp, BackUp. Lots of people court danger by not backing up. I have learned from harsh experience and advice from wise folks that one should have at least three copies of important files. Suppose one of your copies crashes (#1)..not much to worry about: you simply put #2 in and bang!...it crashes too. Well, if you only have two backups at this point you may have electronically cremated your data because of a hardware problem. That's where backup #3 comes in. Don't put it in until you are sure the Hardware problem has been resolved.

25. Use your Tab key instead of clicking the drive button as a way of switching to various drives while in a dialog box.

26. Using a space in front of a file name will put that file at the top of your directory in dialog boxes and when viewing files by name. Two spaces in front of a file will place it above the one space in front of a file name. (Sometimes the Mac will not recognize a space as the first character when you are trying to do this. In these situations, type in a character first, then the space. Now click just to the right of the first character and delete it. This will make your first character a space.)

27. If you ever get the sad Mac face on your screen don't panic...your Mac may need an easy to make adjustment. Do not run to your dealer-yet. You will generally run into this problem only when you startup. Shut down the Mac. Start it up with a new startup disk. Remove the faulty system file from the disk that caused the problem and replace it with the system file on your startup disk. If all goes well you have just added years to your life. (An expired batter can also be the problem here, check to make sure your Mac is keeping time accurately. If it is not then replace the battery. I also have one Mac that sometimes gives a sad Mac face on boot-up. In frustration, I picked it up and banged it down on the desk a couple of times and it magically started working again. Of course, I don't recommend this, but I thought you would like to know.)

28. Sometimes no matter what you try you can't get an application to work properly. Often enough the symptoms are repeated system errors. The fix may be to replace the system file. If you are working with the current system you may solve the problem by using the installer to replace the system file. It will do without changing any of your fonts or DAs. According to Apple you should not install a new system by simply dragging the icon from a floppy onto your hard disk. They suggest you always use the installer. (If only one application is acting funny, try replacing the application FIRST. It could have been corrupted and it may not be the system file at all. A voice of experience here.)

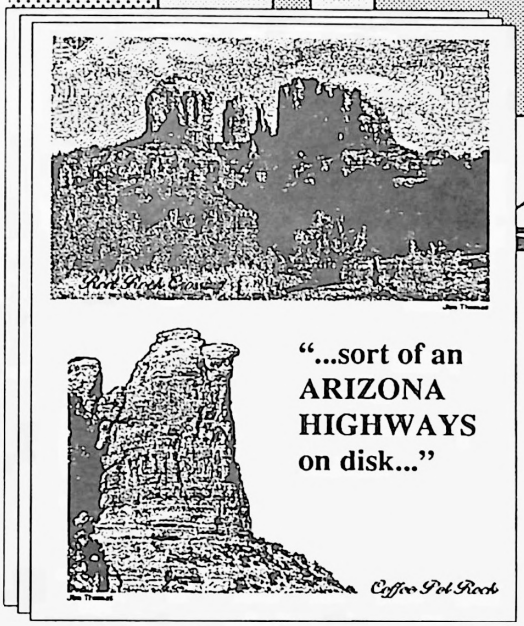
29. System errors show up on your screen without an apology something like "A system error has occurred." Boot-up and try again. When it bombs I don't even grimace. If you haven't saved recently...well you kind of deserve it don't you? There are two buttons and a picture of a bomb in the dialog box of a system error. One says restart and one says resume. Normally the resume button is dimmed and pressing restart merely resets the system, losing all the data still in the crash. The box always shows an ID number so that you can spend the rest of your life wondering what that blankety blank number means. (Whenever you get a system bomb dialog box, you have lost everything you were working on that has not been saved to disk.)

30. The most common error message I experience is 02. That is an address error-meaning that the programs contains an error...or you haven't done something that you should have done under AppleTalk. Most of the time when it shows up on our system it's because we have forgotten to connect AppleTalk by wire or through the control panel.

31. The most frightening of all errors is the dreaded ID 60 code. Aaaaggghhhh! That one means there is a bad block on the master directory; and you must if you ever want to use the hard disk or floppy again, reinitialize the entire volume. Before you do however...try holding down the Command and Option key.

Continued next month.

Get more out of your Macintosh!



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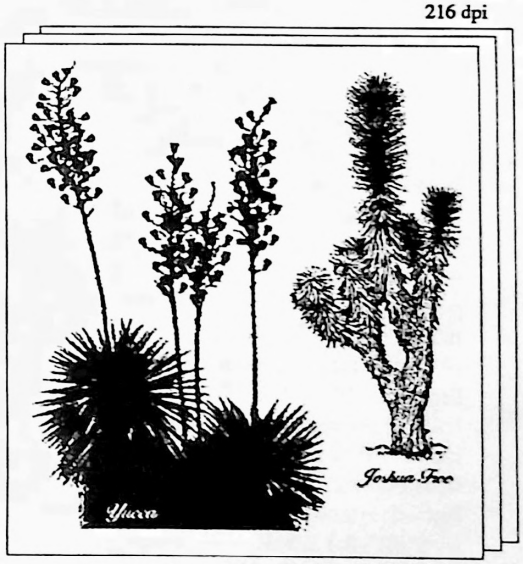

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"My Disk Drive Ate It"

Honolulu Apple Users Society

Before computer (B.C.), kids used to come to school without their homework and tell the teacher, "My dog ate it." In our more advanced society, kids come to school without their homework and tell the teacher, "My disk drive ate it." Before computers, college kids used to come to class without their assignments and tell the professor, "Sorry man, bad karma." In our more advanced society, college kids come to class without their assignments and tell the professor, "Sorry man, bad software." The personal computer, with all its quirks and frailties, is revolutionizing education in a manner which nobody predicted—it is providing a mother lode of new excuses that previous generations couldn't have even imagined. For the sake of the unfortunate students faced with an evil teacher staring them in the face and asking "Why haven't you turned in your homework?", I have prepared a list of responses that might get you off the hook... •"I ran out of printer paper." •"I forgot to make a backup copy." •"I spilled a Coke on my keyboard and it was useless." •"My parents had to use the computer to do their finances." •"My father was playing Dungeons and Dragons all night and threatened to hack me to pieces if I tried to use the computer." •"My little sister yanked out the power cord and I lost everything." •"I did my homework, but I ran out of printer ribbons, so I couldn't print it out." •"I couldn't turn on the printer because it would wake my little brother." •"I had to go to my user group meeting last night." •"There was an electrical storm that zapped my hard drive." •"I went temporarily blind from staring at my VDT too long." •"My desk isn't ergonomically correct, so I couldn't do my homework without risking serious injury." •"You didn't get it? I sent it to your electronic mailbox." •"My computer and I are incompatible." •"My little sister used all my disks to make an arts and crafts project." •"I can't type on a QWERTY keyboard. I learned Dvorak method." •"I ran out of space on the disk, and the computer store was closed so I couldn't buy new ones." •"My laser printer went bonkers and burned a hole through the ceiling." •"Homework? What homework? I have it in my database that you didn't assign us any homework last night." •"Would you believe it? I hit the wrong key and erased the file!" •"I broke my back trying to carry home the new issue of PC World magazine." •"Somebody planted a virus in my computer and I had to spend the whole night debugging it." •"I had to spend the whole night helping the FBI catch a guy who planted a virus in the Pentagon computer system." •"I got caught planting a virus in the Pentagon computer system and had to spend the whole night in jail." •"Homework? Who needs it? I dropped out of school, formed m own software company and we go public next week. Are you looking for a new job?"

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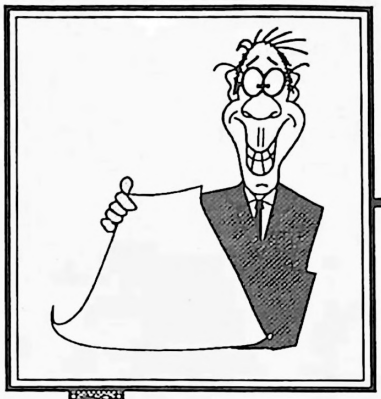
Communications



Appleworks Tips

Dallas AppleGram May, 1989

The AppleWorks Database has a feature that is called "Standard Values" and is accessed by OA-V. Probably "Standard Entries" would be a better term because if anyone is familiar with spreadsheet terminology, you tend to think of it as a function that acts upon numbers. Such is not the case.

"Standard Values" is a feature that allows you to key in the same data when making a lot of entries that are the same for a specific category. For instance, let's say you were working on an address list in which the majority of the people were from Greensboro. By using OA-V, you could key in "Greensboro" for the category "City:" and "NC" for the category "State:" Then every time you make an entry "Greensboro" and "NC" are already keyed in.

This is a great feature because it saves on keying time and keying errors. It allows searches to be more accurate.

When first exploring the "Standard Values" feature of AppleWorks, I fount it very frustrating to get the information out once it got in. When you use the command OA-V, you get a single record format with all your entries. You just need to key into the categories the information that will be the same in your list of data. When finished press the escape key and you will be back into your database. Your repeated data will show up only when you start to add new entries by using OA-I (Insert) or by choosing to add new records when you get to the end of your data.

What you have keyed as your "standard entires" will remain there and be saved with your file until you remove them. If you do not need the "standard entires" you keyed in, you can remove them by accessing OA-V and using OA-Y (Clear) to remove the data and pressing the escape key. You can also take out standard values by using the OA-E command and use the overstrike cursor to key over whet you have already entered.

Entering or changing standard value does not affect the content of the existing records. This command is so easy to use that it is recommended even if you have a few records that will contain the same data in one or more categories.

Spreadsheet Basics

Generally a spreadsheet is considered and sometimes called a "number cruncher." Many people approach them with fear because they think they have to know a lot of math. Most computer users seem unaware that the spreadsheet can help them accomplish tasks on a whole lot simpler level then with a calculator when some basic concepts are understood. If you have an ordinary everyday math task, such as keeping a running balance, balancing a checkbook, making out a purchase order, keeping track of inventory, generating payroll records or creating an invoice, it can be done with a spreadsheet a whole lot quicker than with a calculator.

The following are some concepts that are basic to the understanding of spreadsheets:

Values & Labels

An understanding of these concepts is essential, especially considering the fact that sometimes the user needs to use vales as labels. Whenever the program is given a number or mathematical operator or function when first entered, the entry is going to be considered a value. When the entry starts with a letter, it is considered a label. Using a cell reference as a value will cause the user to enter a letter as a value, so it is not as important to understand the difference between value and label as how to "Trick" the spreadsheet into thinking a value is a label or a label is value.

Rows & Columns

A Spreadsheet is described as a grid consisting or rows and

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Appleworks-Cont from page 13

columns. These become extremely important concepts in referencing as one works or moves through the spreadsheet. Rows are the horizontal aspect of the grid, while the columns are the vertical aspect of the grid. Rows and columns can be moved around, deleted, inserted and arranged in many different ways making the spreadsheet quite versatile.

Cells and Cell Indicator

The cell is the unit produced by the intersection of rows and columns. In a spreadsheet the cell is also the cursor. If a computer user starts using the word processor and database aspect of AppleWorks first, using a 9 character cursor is a little hard to get used to. The cell indicator is a way of making reference to cells as the user designs a spreadsheet.

Arithmetic Operators and Functions

Arithmetic operators are the symbols that are used for simple arithmetic calculations. + means add, - means subtract, * means multiply, / means divide and d^ is the symbol for an exponent. The functions are more powerful means of arriving at an answer. Functions always begin with the symbol @. Some easily understood and frequently used functions are @SUM which will sum a row or column, @AVG which will average a row or column and @IF, a logical operator that can be used for different effects. It is at this point, that the spreadsheet overpower the calculator.

Calculations and Formulas

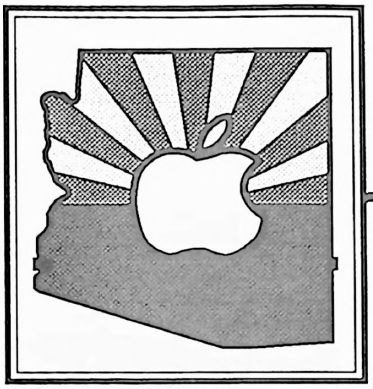
Numbers can be entered into the cell and will be calculated within the cell. Thus a list of receipts can be entered into a cell and while the individual numbers will be listed in the cell entry, the calculated answer will appear in the cell. Thus an individual cell can be used for checking calculations. Formulas are generated by a combination of arithmetic operators and functions, again making the spreadsheet a very powerful tool.

If you are new to spreadsheets, some background on these basics are essential to a good understanding of how a spreadsheet works.

Apple Fiesta™ -Sponsored by AzApple

AzApple is the proud sponsor of the yearly *Apple Fiesta*™, held in June. This year's program was very successful. We look forward to an even bigger and better program in 1990, in new and larger quarters.

We are currently looking for people who are interested in working on *Fiesta '90*. If you are interested, in working and in having a good time while putting together a great show, please contact Jack Upfall, this years chairperson. Currently the committee is meeting on the 4th Saturday of the month.



Club News

August Meeting

Morning started off a little slow, as Metro Tech was not expecting us. We had access to the auditorium only. They have since apologized for this and stated they had made a mistake. No classrooms to do classes.

Southwest Computer Show which is held in March 1990 - AZApple will be helping out with that show as well.

New membership brochures were distributed to all interested parties. New Member meeting was held at Noon with Jack Fouquette explaining the what, who, and why's of Az Apple User Group.

Elections will be held at the October Meeting. Dave Munter is the Elections Chairperson. This was changed because of the different wording between the Articles of Incorporation and the By-Laws (this is being corrected for the future.) Ballots will be mailed to members.

Special Presentation this month was a SRP Speaker Mr. Tony Sprangler. Mr. Sprangler distributed booklets titled "Understanding the Quality of your Electric Power". The slide presentation on computer protection was very informative and Mr. Sprangler gave several solutions to power disturbances.

September 9th Meeting

The September meeting will feature a presentation by Mr. Stan Bartels of Mountain Bell Telephone regarding the use of modems and telecommunications. This is an excellent opportunity to get an inside look at the phone companies point of view, and a good chance to ask the questions you have regarding using your computer on the telephone line.

October Meeting

IDD & Club Elections: The maker of Dreams, for the Macintosh, brings its strong product to AzApple. Don't forget about our annual club elections, please remember to vote.

November Meeting

Claris's Michael Hicks will be bringing a bunch of goodies just in time for your holiday shopping. Claris has become a large name in the Apple software business with excellent products for both the Apple II and Macintosh.

December Meeting

Will feature Margo Demas of Timeworks. They specialize in Mac and // DTP (desktop publishing).

Meeting Schedule for September 9th

8:00 AM	
4-D SIG (MAC)	2229
NEW MAC USERS	2237
PROSEL	2234
SEEDLINGS	2205
9:00 AM	
APPLEWORKS CLASSIC BEGINNERS	2234
APPLEWORKS GS	2224
LIBRARIES OPEN	Auditorium
10:00 AM	
GENERAL MEETING	Auditorium
12:00 PM	
MUSIC SIG	Auditorium
12:30 PM	
AZ APPLE BOOT CAMP	Auditorium
1:00 PM	
ADVANCED IIGS USERS	2237
APPLEWORKS GS	2234
NEW IIE-IIC USERS	2205
NEW IIGS USERS	2224
MACINTOSH GENERAL TIPS	2229
2:30 PM	
APPLE II DESKTOP PUBLISHING	2234
APPLEWORKS IN BUSINESS	2205
MACINTOSH SPREADSHEETS	2229
TELECOMMUNICATIONS	2224

An Ode to Apple

by Don Rittner

There once was a little boy named steve
who planted a small apple seed.
From the seed it did grow, and its branches
did flow, reaching from sea to sea.

Now steve wanted all to share in this harvest
yes, you, me and all the herd .
And so he proclaimed let those Macs remain and
his following spread the word.

So johnny pushed steve from the orchard,
and told the world his Apple would taste like the pear.
So those with more money than the original pickers
would hopefully buy more than their share.

Now the pickers johnny courted came from
pear country and were imported,
they didn't grow up with the tree.
The bigger the price, Johnny was rolling the dice,
he didn't know how it would be.

So he threatened and sued to keep those pear
growers in check ,
and his apples began loosing their shine.
but Johnny shrugged his shoulders, he said heck
a pear shouldn't act like an apple this time.

While his apples grew bigger and tasted the best,
he yelled "Let the world pay the most for the biggest and best."
But all those pear pickers didn't jump ship
in fact, they didnt think johnny was that hip.

But the story ends sadly as you will see,
those skyrocketing prices
sent everyone back to steve.
As johnny looks bewildered, dumbfounded,
perplexed,
he hears from a distance.....NeXT!

Now onto these branches grew little red fruit,
its harvest, steve hoped, would be the best.
His Apple tree was become big and strong and
passing all the tests.

Now little boy steve was content with his tree
it bore fruit year after year after year,
but his friend little johnny yelled an orchard could
make more money and then we could compete with the pear.

The apple got bigger and johnny was chipper
but somehow failed to see,
that those original pickers would soon go flipper over
the price increases and leave!

And so Johnny looked good for a while
as his apples got bigger in style.
So pear growers agreed,
to make the pear like the apple they need,
johhny's ego got tattered.

Now johhny was happy to throw them a curve
and stood under his apple tree eager to observe.

So the biggest and best soon fell from the tree
cause poor little johnny didn't understand gravity.
As they crashed to the earth he looked for the MUGS
to reach out their hands, embrace, give him hugs.

Apple Upgrades: A Concise Summary

At Computer Plus Company, it has been our pleasure to serve our customers including many of the Apple user group members. At various times, in the user group Ads, we have announced the upgrades available at our store. While some upgrades are free, there is a charge for a few others. **Here is a short summary of a few upgrades for your ready reference:**

IIGS ROM and VGC Upgrade: IIGS with serial numbers starting with 703 and below require both ROM and VGC upgrades. Serial numbers 704 to 724 require only ROM upgrade. **This upgrade is free for a limited time.**

Apple 3.5" Drive Upgrade: Apple 3.5 drive with serial numbers **Y7A005S** or lower have a Rev "A" daisy chain card which can be upgraded to Rev"B" at no cost to the customer. This upgrade improves the daisy chain performance. **Free for a limited time.**

IIGS Memory Expansion Card: If the Apple IIGS memory card has "NEC" memory chips identified by "A" markings as well as either (i) "UK" stamped beneath the "NEC" name, or (ii) the code "JAPAN" below the "NEC" name and the letter "P" being the first letter in the date code, the chips have wrong refresh cycle. The code "A" indicates Apple supplied chips. If they are identified as above, Computers Plus Company will provide free upgrade.

Apple II SCSI Card: Free upgrade of SCSI card to Rev C is available at Computers Plus.

IIe to IIGS Logic board & rear/bottom panel Upgrade: For $450, we shall upgrade your IIe to IIGS.

IIe Rev A to Rev B: If the Apple IIe contains Rev A unenhanced logic board, it must be upgraded to Rev B before IIe Enhancement can be implemented.IIe Enhancement is necessary to run some of the newer popular programs. It is easy to identify whether you have a Rev A. The Manufacturing Number (last two digits and revision letter) of Rev A is 64-A, and the date of manufacture is 1982. At Computers Plus Company, we can exchange the logic board from Rev A to Rev B at no cost to the customer. The price to convert it to an Enhanced IIe is $69.

IIc Logic Board Upgrade: Apple IIc model A2S4000 with Serial Number less than F6051GFA require a new monitor ROM upgrade in order to connect Unidisk 3.5. This upgrade is available free of charge at Computers Plus Company.

Fan Upgrade for Mac SE: If your Mac SE has a serial number starting with 748 or less, it may have a cross-flow fan. The noise produced by the cross flow fan does not affect the way the system operates, and the noise is not exceptional. However, if you require a new quieter fan, this upgrade is available at Computers Plus Company for $69.

MAC 128 or MAC 512K upgrade to Mac Plus: We use Apple supplied upgrade kits for this upgrade. To upgrade form Mac 512K with 800KB drive to 1024k Mac Plus with 800KB drive, thre price is $499. To upgrade from Mac 512K with 400KB drive to 1024K Mac Plus with 800KB drive, the price is $699. To upgrade 128K Mac with 400KB drive to 1024K Mac Plus with 800K drive, the price is $849.

MAC SE to SE/30 Logic Board Upgrade & 1.4Meg FDHD Drive Upgrade: Mac SE/30 Logic board upgrade price is $1295, and FDHD drive upgrade is $399 each. SE/30 logic board upgrade should be done before FDHD drive upgrade.

To add a second 1.4 Meg FDHD drive to your Mac IIx, price is $399. For your Mac II, you can add 1.4 Meg FDHD drive as a second drive for $499. Price includes upgrade of old ROM and IWM to newer ROM and SWIM, in case of Mac II.

Notes: (1) Prices subject to change without notice. (2) Add 6.7% Sales Tax to all prices above.

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Authorized Reseller

8/31/1989

People Who Care

AzAides

Below is the current list of the "AzApple Aides." These are members who are not necessarily experts (though some are) on the item for which they are listed. They use the item and are familiar with it and may be able to help if you are having a problem with a new piece of software, or a new printer, or whatever. Or, if you are considering the purchase of software or hardware items, you might want to check out some of the details from these users. These people are UN-paid volunteers. The phone given is generally their home number, so call at a reasonable and appropriate hour.

APPLE II FAMILY

ACCOUNTING/FINANCIAL

Dollars & Sense	Brian Abraham	938-7258
Home Accountant	Don Ascoli	839-3267
On Balance	Jerry Cline	992-7035
Managing Your Money	Ken Vatz	1-312-441-7311

COMMUNICATIONS/MODEMS

General	Arizona Apple Tree	264-3800
	Jim Lewis	979-2060
CompuServe	Steve Playford	843-8420
GEnie		
CTS/Fabri-Tek	Jerry Cline	992-7035
	Steve Playford	843-8420
Epic Modems	Jerry Cline	992-7035
Hayes Modems	Bob Smith	247-9598
Networker/Netmaster	Jim Ek	866-9113
ProTERM	John Kemper	966-5802
	Jerry Cline	992-7035
	Steve Playford	843-8420

DATA BASE PACKAGES

AppleWorks	Jerry Cline	992-7035
	Jim Lewis	979-2060
dBASE II	Gene Holmerud-Nye	243-6136
General Manager	Al Coir	846-7402
List Handler	Bob McKee	945-2964
Magic Office System	Bob McKee	945-2964

DISK DRIVES

5-1/4" Floppy	Jim Thompson	962-8381
Sider Hard Drive	Jim Thompson	962-8381
	Jerry Cline	992-7035

GRAPHICS

DazzleDraw	Neill McDill	996-2516
Draw Plus	William Bahrt	933-5872
General	Clayburn Juniel	274-6905

GENEALOGY

Family Roots	Bob McKee	945-2964

LANGUAGES/PROGRAMMING

Assembly (6502)	Peter Chapin	838-4392
	Clayburn Juniel	274-6905
	Don Lancaster	1-428-4073
BASIC	Bob Smith	247-9598
Fortran	Brent Gifford	486-1938
Pascal	Neil Rosen	968-7616
PostScript	Don Lancaster	1-428-4073
SuperPilot	Pete Lafford	345-0515

PRINTERS

Dot Matrix

ImageWriter	Jerry Cline	992-7035
Epson FX	Gary Jacobson	831-7785
Epson RX	Jack Fouquette	949-0027
Gemini	Ron LaMee	992-8309
Okidata	Don Ascoli	839-3267
ProWriter	Willie Zunker	943-0308

Daisywheel (Letter Quality)

Star Powertype	Jack Fouquette	949-0027

Laser Printer

LaserWriter(+)	Don Lancaster	1-428-4073

Interfaces

Apple Dumpling	Don Ascoli	839-3267

BEAGLE BUDDIES

	David Blackwell	892-4240
	John Bohn	955-8543
	David Fein	993-3038
	David Scott	977-2433

PERIPHERALS, HARDWARE

General Hardware	Bob Smith	247-9598
Koala Pad	Ron LaMee	992-8309
Mouse	Neill McDill	996-2516
MultiRam Card	Jerry Cline	992-7035
Shufflebuffer	Jack Fouquette	949-0027

MUSIC

Music Writer Pro	Dave Freiberg	345-8259
	Paula Peterson	866-1650

SPREADSHEETS

Magi-/Ace-/IAC-Calc(= The Spreadsheet)		
	Bob McKee	945-2964

TAX PROGRAMS

Tax Advantage	Bob McKee	945-2964

UTILITIES & ACCESSORIES

Fontrix	Ron LaMee	992-8309

PUBLIC DOMAIN LIBRARY

Macintosh	Mark Harris	566-8488
Apple II	Mel Goodwin	943-1733

WORD PROCESSORS, SPELLERS, ETC.

AppleWriter II, e	Jerry Cline	992-7035
	Don Lancaster	1-428-4073
ApMail II	Bob McKee	945-2964
AutoWorks	John Bohn	955-8543
Bank Street Writer	Jo Walker	488-3168
Benchmark	Nancy Siefer	941-8827
Gutenberg	H. Ablin (Flagstaff)	1-526-1001
Lexicheck	Brent Gifford	486-1938
Magic Window (II,e)	Jack Fouquette	949-0027
ProTERM	Jerry Cline	992-7035
Word Juggler	Brent Gifford	486-1938
WordStar	Steve Schiefelbein	862-4217

OPERATING SYSTEMS

CP/M	Gene Holmerud-Nye	243-6136
DOS 3.3	Clayburn Juniel	274-6905
ProDOS	Clayburn Juniel	274-6905
	Bob Smith	247-9598
GS/OS	Matt Stoner	

APPLE MACINTOSH FAMILY

BUSINESS SOLUTIONS

General	Craig White	271-4422
Managing your Money	Dennis Smith	User #54, Tree
MacProject	Dennis Smith	User #54, Tree

COMMUNICATIONS

BBS	Jerry Cline	992-7035
Red Ryder	Robert Swiersk	894-1390

DESK ACCESSORIES / Utilities

	Craig White	271-4422

DESKTOP PUBLISHING

PageMaker	Craig White	271-4422
	Ron LaMee	992-8309
	George Anderson	895-6710

GRAPHICS

MacDraw	Craig White	271-4422
MacPaint	Craig White	271-4422
SuperPaint	Ron LaMee	992-8309
	George Anderson	895-6710
Adobe Illustrator	George Anderson	895-6710
Freehand 2.0	Andy Niemic	971-4011
	Craig White	271-4422

HYPERCARD

	Robert Swerski	894-1390
	Craig White	271-4422

IMAGE PROCESSING

ImageStudio	George Anderson	895-6710

MUSIC

	Paula Peterson	866-1650

DATABASES

4th Dimension	Steve Playford	

SCANNERS

Dest Scanner	George Anderson	895-6710
Apple Scanner	Richard Artus	492-9320

SYSTEM/FINDER

	Craig White	271-4422

WORD PROCESSORS, SPELLERS

WriteNow	Joe Tvedt	870-1810
Word (Microsoft)	Ron LaMee	992-8309
	Dennis Smith	User #54, Tree
Coach Professional	George Anderson	895-6710
MacWrite	Craig White	271-4422
Nisus	George Anderson	895-6710

NOTICE:

Additional names are needed!

'AzApple' Aides... let us know what Apple computer related favorite areas you would like to assist with, and if you see an area NOT listed... let us list it for you!

Cache and Carry

A LOOK AT THE CHINOOK CT-20C HARD DISK

John Bohn

The addition of a Chinook CT-20c hard disk to my //c system has been wonderful. It's great to have all of my programs and data in one place for a change, rather than having to hunt for floppies and catalog subdirectories on 3.5 inch disks. The convenience of knowing where everything is and the speed of data retrieval has been a real boon to my computing routine, but there was one aspect of life with a hard drive that I had problems getting used to. Running programs from my hard drive was not as fast as running them from my RAM card.

The Chinook //c hard drive runs through the //c SmartPort, so it is not as fast as a SCSI drive. It is still twice as fast as a UniDisk 3.5, but when you are used to the instantaneous response of running programs from RAM, it was hard to get used to waiting. The wait time became even more difficult to take after I added a 5 megahertz Rocket Chip to my system. The RC definitely shifts an 8 bit Apple into hyper drive! Spoiled I was, and I felt like a 128k, one drive Macintosh user must have felt in the early days of that computer. I did get a lot of exercise drumming my fingers while waiting for programs to boot, which helped make up for the lack of exercise I was getting from no longer having to do the floppy disk shuffle.

Well, I found a way to speed up my hard disk in a most familiar place. There are two cache programs, Cache and Cache.XL, for hard drives and 3.5 inch drives on Glen Bredon's ProSel disk. Both programs set aside an area on a large RAM volume to cache data which speeds up disk access. I had tried using the programs a while back to increase the speed of my UniDisk 3.5, but the increase was not that great for a confirmed RAM disk user. Ah, but that was before I had doubled the memory on my Z-RAM card and had added the Rocket Chip and Chinook hard drive to my //c. It was time to try the programs again.

My first decision was to choose how to partition the memory for my Appleworks desktop, Proterm scrollback, and the cache space, while still leaving enough room for a RAM disk. I partitioned Applied Engineering's Prodrive RAM drive program to use 512k for Appleworks and 512k for a RAM disk. Since ProTERM uses the same partitioned memory that Appleworks uses, that left me with a 351k Appleworks desktop and a 322k ProTerm scrollback. Both sizes are more than adequate for my everyday needs.

I tried Cache first. All you have to do to use the program is install a RAM drive and tell the cache program the slot and drive you want cached and the slot and drive number of your RAM drive. Cache requires in excess of 262 blocks of contiguous room on the RAM disk though, and will abort with the message "not enough room on RAM volume" if enough space is not present. The program also requires that the RAM volume name begins with RAM as a safety check to make sure the correct type of volume is being used. Cache does impair 5.25 inch floppy drive access, but with a hard drive, a UniDisk, and a RAM disk, who needs floppies, anyway?

Cache-Continued on Page 21

Editors Note: As most of you know these are usually the pages which A Byte of My Apple are on. Unfortunately, very shortly before we went to press, Jerry Cline's hard drive crashed (very hard). Jerry promised that he would be back in working order for this next issue, but that he would not be able to complete his article in time for this issue. It seems that Jerry certainly has had his difficulty with hard drives in the last couple of months! I certianly hope he had the disk backed up, he should have enough experience going through this by now. Anyone want to take the curse off now, Enough already!

Cache-Continued from Page 20

So, how did Cache work? Well, but it was not quite fast enough to suit my needs. There was still too much hard drive access, particularly when I used Timeout Quickspell or Thesaurus. It was time to experiment with Cache.XL, which uses twice as much memory for caching.

Cache.XL requires at least 514 free contiguous blocks of RAM and completely disables 5.25 inch floppy drive access. Yep, this was the one. The cache created by this program holds Appleworks with my most often used Timeout applications, ProTERM, Cat Doctor, and Tex, and all of the programs boot FAST once they have been loaded into the cache. There is an occasional wait when certain program segments are bumped from the cache, but I can live with it.

As with all of the programs on Glen Bredon's ProSel disk, the Cache programs can be customized to suit your individual system. Defaults can be specified in the startup position in either of the programs to automate the process of selecting the slot to be cached and the slot and drive number of the RAM volume. A quick trip with Block Warden to the startup position, a tab over to the ASCII side, and a ;5132 sets the location of my hard disk in slot 5, drive 1 and my RAM disk in slot 3, drive 2. Then, when my modified Cache.XL is run, it automatically selects the proper defaults so they do not have to be typed in each time the program is run.

I have found this setup to be fast and reliable. All of the programs I use regularly are compatible with Cache.XL except for the Applelink Personal Edition software and early versions of Shrinkit. The incompatibilities with Shrinkit were fixed starting with version 2.02 of the program.

If you have a hard drive and a large RAM card (preferably 512k or more), and you would like to speed things up a bit, give one of the ProSel Cache programs a try. I highly recommend them.

Wizardry V

Jim Lewis reviews the Apple II Game

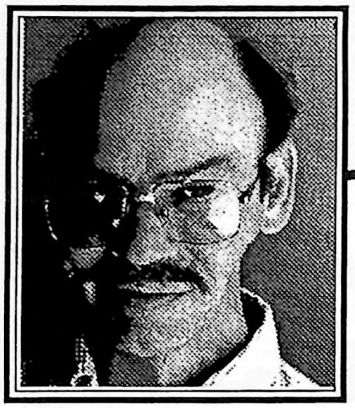
I know I said I was not going to write a second article but this is a forced one. Mark and I went to the monthly meeting as per usual. Whoever has a couple of bucks in their pocket buys the raffle tickets for the month. It was Mark's month to buy. :)

We didn't think we would win because we never do, but we like to support the club's fund raisers. Mark picked us up some hot tickets. First he won a box of 3.5 disks. Then a little later in the drawing I won the Wizardry V game, but there was a catch to winning the game. Whoever won had to write a review so the club could get another free game for a future drawing. I hope it does not have to be a positive review because I don't like the game.

First, it comes with 5 double sided floppies, a quick reference chart, a book of characters, a welcome back letter (my first trip), a special effects card, a 90 page manual, a warranty card, 10 ads for other programs, and a Magic word list. It has a $49.95 list price. It is not copy protected but it will not work from a 3.5 or a hard disk so you are stuck with the 5.25 inch disks. You must copy the disk onto your own disks because the ones that came with it will not work. They are write protected. So if you buy the game buy a box of disks or a disk notcher.

The opening screen opens with 2 nude girls caressing a heart. What age is this game aimed at? You will have to go through three floppies just to get started. The first place that you will need to find is the training grounds, but much to my frustration, it was not a section to walk you through the game. You will have to read the 90 page manual for that. I'm all for anything that will get the children to read, but I'm not sure the game is going to be enough reward for reading all the paper work. Perhaps it will? Of course the Appleworks manual is 162 pages and I know you all read that.(I had to remove the shrink wrap to see how many pages).

As far as I can tell, the object of the game is to run around and kill things in the maze. The only thing I succeeded at killing was my character. I think this game is like the Friday the Thirteenth series of movies, Jason just keeps coming back. They have a steady audience and I'm sure The Maelstrom series does as well. I'm sure if you liked the first Wizardry programs, you will like this one. I don't.



Mr. Manners

Barry Prowell

Shadowgate
by ICOM Simulations Inc
Requires IIGS, 768k, 3.5 disk (printer optional)
Versions also available for Mac

Dear Gentle Readers;

Mr. Manners signed up to go to a prayer festival but inadvertently got on the wrong bus. We arrived at the main church called Ceaser's Palace. The church was unlike any I have ever seen. Since everyone was going around rendering to Ceaser what is Ceaser's, I figured I must be in the right place. We split up into small groups and I ended up with the ones who said they were going to preform the sacrament called "Blackjack". The group approached a green felt alter and reverently took their seats. They placed offerings on the table and the priest, whose name was Dealer, passed out two small cards to each person. I assumed they were some kind of hymnal. Before we could start to sing, people began to pray. "Lawd, let it be 21!", "Jesus gimme aces to split!"

Mr. Manners looked at his little hymnals and saw they both had 10's on them and some funny designs. Obviously these were not hymnals, so I showed them to Father Dealer and asked "What should I do with these?" He replied "Stand, split, or hit." I thought about this and said "I'm not into aerobics, but a couple push ups would be ok." Immediately, the man beside me petitioned the Lord in a loud voice, asking him to move me at a faster pace. Father Dealer seemed to be getting impatient, but Mr. Manners believes that religious experiences should not be rushed. So as I sat there thinking I picked up my two hymnals and brushed a crumb off the green felt. The man next to me made some derogatory comment about Mr. Manners and Father Dealer placed another hymnal in front of me that had an "A" on it. For some strange reason the guy next to me was unnerved by this.

So Father Dealer points at the guy next to me. I notice he has a 7 and a 4. He says "Hit me and Lord make it a 10." Father Dealer gave him a hymnal with an "A" on it. I gave him a little punch on the shoulder. He seemed to find this very upsetting. His says "Hit me again." So, Mr. Manners gives him another punch on the shoulder and Father Dealer gave him a 10. Mr. Manners knows answered prayer when he sees it and shouts "Hallelujah, the Lord gave him the 10." The man proceeded to beat Mr. Manners about the head and shoulders. The higher priest known as Father Pit Boss threw Mr. Manners out of the Church.

Since I still had time to kill I went to the local computer store and bought Shadowgate for the IIGS.

What's in the Box?

Here we have a big box with little within. It contains a system boot disk and a program disk. There is a 15 page manual, a quick reference card, and an order form for a help book.

Howzitwork?

You can either boot the 3.5 disk or copy the program disk to your hard drive. The software contains a copy protection dingle berry that requires you to insert your master program disk when you run from your hard disk. For this, I hope the fleas of a thousand buffalo infest their shorts.

(Mr. Manners -Cont. on Page 23)

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ROBERT BAKER 602 955-0426

(Mr Manners-Cont. from Page 22)

Shadowgate takes its name from the castle you will explore. You are the typical brave young man needed to save the world, free thousands, and garnish much praise and glory.

As with other adventures written by ICOM, it is mostly a matter of point and click to do anything. I believe there were only a couple places where you have to use the keyboard. The screen has 4 main windows. One is your inventory, one is a picture of your current location, a text area, and an exits area. You simply point and click these various areas to move or use things you have gathered. As I have said before about ICOM Simulations, they assume the player has intelligence and don't hassle you when you try to do things.

There are an assortment of puzzles to solve. Some are challenging, but I give it an over all rating of average as far as difficulty. It might even be a good starter game for those who have never played this type of game before.

Hints

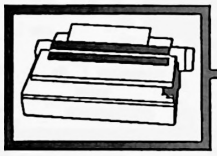
The sphere will help you get the key from the skeleton in the lake. Click everything on the walls. Operate everything, there are hidden passages. Read everything written in the display window (read it backward also). Always have an extra torch. There are plenty around but they burn out frequently.

If you get totally stuck the solution to the game is in the solves and cheats library on the AzApple Special Needs BBS 602-468-1835.

To the Special Needs User.

Except for the dastardly key disk protection scheme, the program is easy to operate and requires minimum keyboard entry.

Deepest personal regards,
Mr. Manners



APPLEWORKS BITS AND PCS

BY Susan Rancer **MUG News Service**

If you have an Imagewriter or Imagewriter II, they will accept characters per inch at such values as: 7,9,10,12,13.4,15 and 17. These values are listed in your printer manual. The smaller the number, the larger the size of print. By default, AppleWorks is set to 10 characters per inch, which is equivalent to the **Pica** size type on a typewriter. 7 and 9 can be used for extended text to make the print size larger. 12 is equivalent to **Elite**, 13.4 is **semi-condensed**, 15 is **condensed** and 17 is **ultra-condensed**. Sounds like toothpaste sizes! If you should choose to use 17 characters per inch, use all capital letters, because the print size is very small.

Here is a chart with the character-per-inch sizes that you can use with the Imagewriter:

7	Extended
9	Extended
10	Pica
12	Elite
13.4	Semi-condensed
15	Condensed
17	Ultra-condensed

Most other printers will have 10 and 12 characters-per-inch as standard. You would need to check the printer manual to see what sizes the printer will access. They are usually listed somewhere in the manual in a chart form like the one in this article.

Think of characters-per-inch as how many characters you can fit in an inch on the width of the paper.

Now, let's take a look at line-per-inch. Think of lines-per-inch as how many lines will be printed in a line that is an inch long on the length of the paper, like this:

AppleWorks has two settings: 6 lines-per-inch and 8 lines-per-inch. By default, the lines-per-inch at set at 6. That is why you can get 66 lines on print on a page if you are using 9 and 1/2 inch by 11 inch paper, and you have no margin at the top or bottom, you will be printing 6 lines-per-inch on 11 inches of paper.

By setting your lines-per-inch to 8, you can squeeze more print on the page. This is not recommended with AppleWorks because it makes the text very hard to read. However, you can use 8 lines-per-inch and set your printer options for doublespace and you will get the effect of a line and one-half for spacing.

Experiment with your characters-per-inch and lines-per-inch. You can change the characters-per-inch throughout your text. Using the extended size of 7 or 9 as a centered heading, you can get the effect of a letterhead especially if you boldface your text.

"...the beginning of wisdom..."

by Bob Smith

Last month we looked at a method of using the Proterm editor, while off-line, to write messages which could be rapidly sent to the Appletree, once on line. I hope some of you took advantage of the examples presented, and experienced this time-saving procedure for yourself.

Most users of on-line services spend about half their time reading other people's posts, and the other half of the time downloading some new software. A lot of users get intimidated when they think about UPloading a program, even though they may have a favorite routine, or game that they'd like to share with others. This month's segment will show some simple ways of uploading.

First, some definitions and ethics.

1. Uploading is the act of SENDING software, from your computer, via the modem, to the Appletree (or any other on-line service). If you are SENDING, then the Appletree is RECEIVING (keep this distinction in mind).

2. Downloading is the act of RECEIVING software from the Tree, and storing it in your computer. If you are RECEIVING, then the Tree is SENDING.

3. In any situation where software is being transferred, YOU must tell BOTH the Tree, and Proterm what you want them to do, and when to do it.

THESE 3 PRINCIPLES ARE IMPORTANT...KEEP THEM IN MIND.

The ethics of up or down loading, is this: Only software which is public domain, freeware, shareware, or the like may be transferred. Commercial programs can not be. Thus it's permissable to transfer, your latest home-brew utility, a copy of SHRConvert, or a copy of Othello. It's wrong to distribute or to receive a copy of Appleworks, Prosel, or a word-for-word transcript of "Apple's][GS hardware reference manual, page 26". While exceptions to this rule may, validly, exist, it is nonetheless the essence of the Copyright Laws of The United States.

You may find that some shareware has been copywritten by its author. The author may also choose to relinquish some of his rights by allowing certain actions which would normally be a copyright violation. This procedure is called licensing. For example: If I write a program and copyright it, I have the exclusive right to sell that program, or give it away, as I see fit, but were I to GIVE you a copy, that does not mean you could make another copy, or pass it along. However, I might place a statement at the beginning of the program to the effect:

"Please distribute this program freely, but it must be intact when distributed, and cleary contain this License and the author's name."

Or I might say:

"Use this program for 10 days. If you like it, send the author $10. If you choose not to pay for the program, destroy your copy."

In each case I've permitted you certain easements under the Copyright Law, and in turn given up certain rights (I couldn't sell this program for instance, then try to prosecute someone for obtaining a free copy from the Tree).

This may all seem to take the fun out of exchanging programs, but the rule of thumb here is that if the program can normally, only be obtained by a retail consumer sale, then don't transfer it. Again, this is only a guideline. Many legal questions still need to be addressed before the Copyright Laws become fully defined as relating to software.

For instance, it's not illegal for a group of schools to collectively pool their funds and

(Wisdom-Continued on Page 25)

(Wisdom-Cont. from Page 24)

purchase an expensive program. But what then? Must it only be used in one school? Must it only be used at one school at a time? Can each school make just one copy for themselves? Can each school make a copy for each computer they have? And if the program contains a License which says you can USE IT, BUT DON'T OWN IT, haven't you just wasted your money? Could the author demand that you return the copy you just bought, or sue you for theft? Can he keep your money? Ah but these are questions for another article, methinks!

OK, so lets get back to the mechanics of uploading. Our objective will be to write a report in Proterm's built-in Editor, save it as an Appleworks (AWP) file, then upload it with Y-modem protocol. Example 1 shows an excerpt from a short story I wrote and will serve as our text in the editor. I encourage the reader to pactise this technique as we go along, by actually typing some paragraphs of his own.

EXAMPLE 1

L26

NUTS! (The Programmers bug just lept out of the gopher hole with a scream of delight.)

Where's that documentation...got it...something here about archiving....lots about unshrinking....nothing conclusive. Well, there you go again (Pres. Regan just walked by). The main menu has an Archive command, I'll try that.

Archive...select the files again...hit return..."not a Nufx file error"...Arrgh! (The Programmers bug is chasing Pres. Reagan around the room, wearing a Sam Donaldson mask) Well, time to ask someone for help.

I asked a friend, "have you used shrinkit to upload files?", "Sure" he said. "Ok, then, what's the Shrink To, file suppose to be?" "Oh you just type in a filename in the highlight bar, and shrinkit creates the proper filetype." he said, as he casually sipped on a lemonaide. Definately a case of not seeing the forest for the trees! (The programmers bug is now railing the President with Sam Donaldson-like questions and rapid-fire retorts).

Back at the keyboard....select the files.... press return to open.... "file to shrink to?" prompt....type in "XX.SHK"....and... IT WORKED! I LOVE SHRINKIT!

(The gopher just slipped the President a Weedeater, and, well, "here a bug, there a bug, everywhere a bug bug"...poor Programmers bug).

==========

As I indicated last month, I've started the message with a marker (L26) so I can find it quickly later on. Once everything is typed in, edited, and ready to go (remember all of this is taking place OFF line), the next step is to save the message in the form of a file. Only files can be uploaded. But a file, of course, can be anything; text (like this story), a BASIC program, a utility, whatever. Normally, text in the editor is saved as a type TXT (text) file, however, we'll make use of one of Proterm's niftier abilities, and save it directly as an AWP file.

Press "CMD-S" and a new "save file" window will appear. Locate the disk and subdirectory you wish to use from the catalog displays, then type in the name for your file (we'll call our example "STORY"). You'll then be presented with a "Write Format" window. Here's where we can get clever. In order to properly save the file, each option should be set according to the following table: (Brackets indicate selections)

FILE NAME:
(STORY)

FORMAT STATUS:
line (PARAGRAPH) special

CONTROL CHARS:
removed [UNCHANGED]

SEGMENTED WRITE:
[OFF] 4k 32K
selections)

FILE FORMAT:
text [APPLEWORKS]

(Wisdom-Cont. on Page 26)

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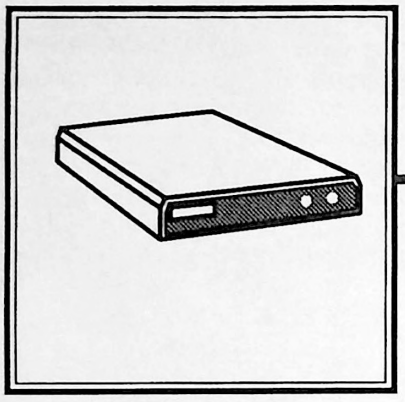


Modem Noise Killer

Mike McCauley

provided by AzApple member Chris Spatgen

With this circuit diagram, some basic tools including a soldering iron, and four or five components from Radio Shack, youshould be able to cut the noise/garbage that appears on your computer's screen.

I started this project out of frustration at using a US Robotics 2400 baud modem and getting a fare amount of junk when connecting at that speed. Knowing that capacitors make good noise filters, I threw this together.

This is very easy to build, however conditions may be different due to modem type, amount of line noise, old or new switching equipment (Bell's equipment), and on and on. So it may not work as well for you in every case. If it does work, or if you've managed to tweek it to your computer/modem setup I' d like to hear from you.

I'd also appreciate any of you electronic wizards out there wanting to offer any improvements. Let's make this work for everyone!

Please read this entire message and see if you understand it before you begin. OK, what you' ll need from Radio Shack:

1 #279-374 Modular line cord if you don't already have one. You won't need one if your phone has a modular plug in its base. $4.95

1 #279-420 Modular surface mount jack (4 or 6 conductor) $4.49

1 #271-1720 Potentiometer. This is a 5k audio taper variable resistor. $1.09

1 #272-1055 Capacitor. Any non-polarized 1.0 to 1.5 uf

(Modem-Continued on Page 27)

(Wisdom-Contined from Page 25)

Press RTN, and your file is now saved to disk, as an APW file. OK now lets upload it. Log on to the Appletree, and from the main menu prompt, enter "X26", to go directly to eXfer, Library 26.

A directory of files in this library will scroll by, and you'll be presented with a prompt line. Type "R" to tell the Tree to Receive an upload (Remember? If you're Sending, the Tree's Receiving?). Choose the Y-modem batch protocol.

You may have noticed that I regularly suggest Y-modem batch protocol. Why? Simple. Its the only protocol which transfers ALL attributes of a file (including the name) in one felled swoop. Every other protocol requires you to at least type in the file's name, before making the transfer; how tedious!

After the Tree asks a few leading questions, to be sure of what you are sending, it will give you a prompt like "receiving files...". This is the time when you must tell Proterm to send. Type "CMD-S". Select Y-modem & batch as the protocols (a batch can be just one file), and accept the default conditions for all the other prompts, such as time out delays & number of errors. Next you'll be presented with a catalog of the current disk. Keeping with our example, highlight "STORY", and press RTN. Press ESC to exit this phase of the process. A new window, with the word "SEND" highlighted will appear. Just press RTN.

The process will now commence, and on-screen indicators will keep you informed of the progress. When the uploading is done, you'll automatically be taken back to the eXfer main prompt on the Tree. Easy, wasn't it? Well except for the parts involved with the editor, all uploads are handled in exactly the same way. And, because you will be using batch protocol for everything, you don't even need to change procedures if you should decide to upload or download multiple files in one batch.

Modem-Continued from Page 26)

film caps should be used, although #272-996 may work as well. (272-996 is a non-polarized electrolytic cap) $.79

1 100 ohm resistor - quarter or half watt. $.19

1 #279-357 Y-type or duplex modular connector. Don't buy this until you've read the section on connecting the Noise Killer below. (A, B, or C) $4.95

First off, open the modular block. You normally just pry them open with a screwdriver. Inside you'll find up to 6 wires. Very carefully cut out all but the green and red wires. The ones you'll be removing should be black, yellow, white, and blue.

These wires won't be needed and may be in the way. So cut them as close to where they enter the plug as possible.

The other end of these wires have a spade lug connector that is screwed into the plastic. Unscrew and remove that end of the wires as well. Now, you should have two wires left. Green and red. Solder one end of the capacitor to the green wire. Solder the other end of the capacitor to the center lug of the potentiometer (there are three lugs on this critter). Solder one end of the resistor to the red wire. You may want to shorten the leads of the resistor first. Solder the other end of the resistor to either one of the remaining outside lugs of the potentiometer. Doesn't matter which.

Now to wrap it up, make a hole in the lid of the mod block to stick the shaft of the potentiometer through. Don't make this hole dead center as the other parts may not fit into the body of the mod block if you do. See how things will fit in order to find where the hole will go. Well, now that you've got it built you'll need to test it. First twist the shaft on the potentiometer until it stops. You won't know which way to turn it until later. It doesn't matter which way now. You also need to determine where to plug the Noise Killer onto the telephone line. It can be done by one of several ways:

A. If your modem has two modular plugs in back, connect the Noise Killer into one of them using a line cord. (a line cord is a straight cord that connects a phone to the wall outlet. Usually silver in color)

B. If your phone is modular, you can unplug the cord from the back of it after you're on-line and plug the cord into the Noise Killer.

First, a personal recommendation. THIS WORKS!!! No more worst connection! Hope this works as well as for me!

C. You may have to buy a Y-type modular adaptor. Plug the adaptor into a wall outlet, plug the modem into one side and the Noise Killer into the other. Call a BBS that has known noise problems. After you've connected and garbage begins to appear, plug the Noise Killer into the phone line as described above. If you have turned the shaft on the potentiometer the wrong way you'll find out now. You may get a lot of garbage or even disconnected. If this happens, turn the shaft the other way until it stops and try again. If you don't notice much difference when you plug the Noise Killer in, that may be a good sign.

Type in a few commands and look for garbage characters on the screen. If there still is, turn the shaft slowly until most of it is gone. If nothing happens at all, turn the shaft slowly from one side to the other. You should get plenty of garbage or disconnected at some point. If you don't, reread this message to make sure you've connected it right.

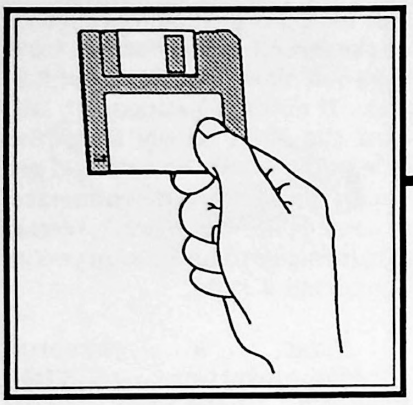
First, a personal recommendation. THIS WORKS!!! I have been plagued with noise at 2400 for some time. I went round and round with Ma Bell on it, and after they sent out several "repair persons" who were, to be kind, of limited help in the matter, I threw in the towel. I saw this file on a board up east a few days ago, and thought I'd bite. Threw the gismo together in about 10 minutes, took another five to adjust the pot for best results on my worst connection, and guess what? No more worst connection! A few pointers:

1) The pot need not be either 5K or audio taper. I used a 10K 15 turn trim pot. Suggest you use what is handy.

2) I used 2MFD's of capacitance (two 1MFD's in parallel) Two R.S. p/n 272-1055 work fine. Remember that about 90 Volts will appear across red & green at ring, so the caps should be rated at 100V DC+.

3) I ended up with a final series resistance value (100 ohm + pot) of 2.75K. I speculate that one could probably use 2MFD and a fixed 2.7K resistor and do the job 90% of the time. The adjustment of the pot is not very critical. Changes of +/- 1K made little difference in the performance of the circuit. Hope this well for you as it did for me!

(Attend the September 9th meeting with Mt. Bell for more information and tips in using your modem!)



MacView

Dennis Smith

A Review of Microsoft Word 4.0

...and the Word is Good.

Excellent, unsurpassed, without peer, useful, robust. Even with the help of a thesaurus (and a spelling checker) I have a hard time coming up with an opening that describes how much I like Microsoft Word version 4.0, the latest release of the dominant high end Macintosh word processor.

But word processor is a feeble term when used to describe the breadth of this program. It is more like a total writing environment, and makes strides into desktop publishing. The Word Package includes spell checking (as did Word 3), Word Finder (an electronic thesaurus), SuperPaint, and a keyboard macro program.

A thorough review of the entirety of Word would take up more space then this entire issue would allow, so the focus of my comments will be the new and improved features that I see in version 4. Readers that are considering buying Word, should consider researching the entire feature set and not use this review as their total basis.

The new features that I consider major improvements for Word 4 are: tables, background repagination, customization, dropdown list boxes, direct stylesheet access, galley view, active links to other documents, outlining improvements, and word counting.

Tables

Of all the new features, my favorite is tables. To create a spreadsheet type table in Word 4, you simply select "insert table" from the menu and enter the number of rows and columns into a dialog box. The table is inserted into your document with all attributes in place. While it lacks the formula capabilities of a spreadsheet (but will do column totals), you can do any imaginable text or font formatting, and can easily insert, copy, or move any of the cells.

In a technical writing environment, tables have always been a nuisance. Because of the easy formatting, I have often resorted to a spreadsheet (without formulas) to build a table because of the easy formatting. With a little practice and 10 minutes with the manual, anyone can use tables.

Background repagination

This is exactly what it sounds like. As you pause during typing, or during the time between keystrokes, Word 4 will automatically repaginate your document. This does not occur instantaneously, but happens fast enough that you can see where the page breaks are falling. This saves much time when finishing up a document. You can scroll ahead faster than the progressing repagination if you are making rapid changes, but the screen clearly shows if the repagination on the current page is completed.

Customization

Almost without exception, every menu entry and shortcut key is configurable for menu location and keystroke. You could use this to map some of your favorite AppleWorks or Wordstar commands into Word. I though about mapping some AppleWorks commands (I use AppleWorks classic at home), but to a first approximation couldn't think of any cases where that would be helpful.

Dropdown list boxes

This appears to be a great simplification. An example of this feature is the font selection screen. Instead of showing a scrolling list of font names, it names the currently selected font with a down arrow to the right of the name. A click on the arrow rolls down a complete list of the available fonts and then a

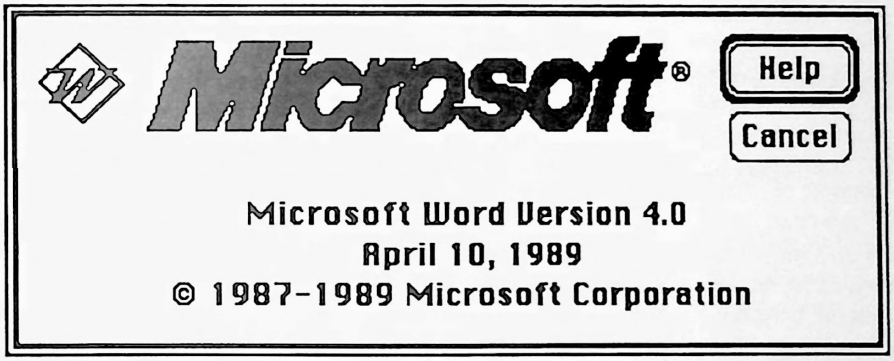
(MacView-Continued on Page 29)

(MacView-Cont. from Page 28)

drag to a new font name followed by an un-click will cause the newly selected font to be chosen. This has the positive affect of un-cluttering the windows by hiding many of the not-currently-relevant options.

Direct stylesheet access

The ruler bar also has a dropdown list which contains all of the styles currently used in the document. This allows you to quickly change styles without having to pass through a series of selections.



Galley view

Galley view is halfway between page preview and the normal Word 3 document view. It is WYSIWYG, shows the page layout, and is directly editable.

Links to other documents

Word 4 supports what seems to be the next generation of the old "Hot Links" feature that was originally seen in "Jazz" (R.I.P.) several years ago. Instead of just pasting the static image of a drawing into a Word document, it can optionally remain linked to the original document and will update the Word 4 document when the original is changed. This could be a real boon for reports and repetitive publications where there are many smaller documents that are changed by others, and then rolled up into a master document for publication. A great edition for all authors and technicians.

Outlining improvements

I have been a semi-fanatical user of "More" almost since it was first introduced. I have discussed its evolution with many folks at LVT (Living Videotext Inc.), and suggested that if they didn't get their act together, that I felt that Word would dominate the writers market. They didn't. Word will.

Microsoft has improved the outlining in Word to the point where I no longer pull out More 1.3c when I have a few quick ideas to capture for later expansion. While space prohibits an adequate explanation of how I use outlining, and how Word outlining works, suffice it to say that Word now allows the freedom for adhoc rearrangement (by dragging) of outlines without regard for arbitrary restrictions due to outline level or position.

Performance

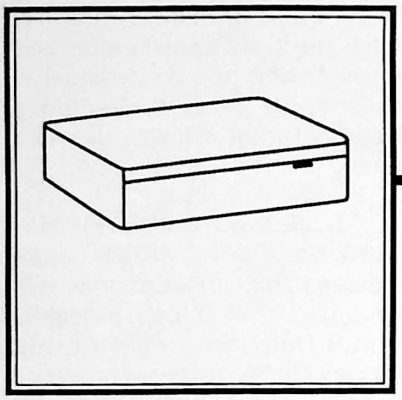
It is a little slower. Where this is most noticeable is that when you pick on a menubar item, there is a noticeable lag before the menu drops down. This is aggravating at first, but notice of it may pass with time. Word 4 also uses more memory. With multiple applications and multi-finder, the larger size is noticeable, and memory fragmentation shows up more often.

In all, Word is a World Class word processor. It has more features than most anyone will ever use, and it can be easily simplified by eliminating irrelevant features from the menus. Too much Macintosh software is now entering feature-overload and Word 4 seems to have stopped just short.

Too often programs that I have used for years have aged poorly as I have found things that I want to do but am limited by the programs features (or bugs). This is clearly not the case with Word.

I will also say that Word is not for the faint hearted. If you are a new Word user, I strongly recommend taking a day of training to help get an overview of the tremendous feature set. Many of the larger computer stores offer Microsoft sanctioned training.

The last major release of Word was criticized for lack of quality. I am pleased to report that I have found NO BUGS in Microsoft Word 4. In addition, none of the features seem too slow, and the detailed improvements at every turn of the mouse are impressive. (Editors Note: Word 4.0 is also now supported in Aldus PageMaker.)



Managing your Hard Drive

by Nicolas Barcet & V. Bakken

What can be easier to use than a hard drive ? It's fast, large, so enjoyable that when you get used to it, you'll never use floppies again! However, some of us have experienced Hard Drive crashes and subsequently a loss of data. Here is some tricks you can use if you don't want that to happen to your system.

Does everybody need to experiment a Hard Drive crash with complete loss of memory, as I did, before realizing the importance of using Hard Drive utilities ? I don't know, but I'm writing this article because I don't hope so. The point is that if that happens, you can only blame yourself!

I've used backups for a while and my experience is that the basic principle is the same (i.e. to save your Hard Drive memory on another support) their advantage and disadvantages are quite different depending on the system, and also on the product. If you haven't chosen one yet, I will give you an overview of the actual different Techniques used, that will help you to make the right choice (I hope !).

How many backups in a week ?

To decide how many backups you need to do during a working week, you have to consider what is the value you give your work. Personally, I think that a loss of more than one full day of work on my Mac (8 hours) is a maximum. Therefore I use the following equation to find what is the appropriate number: [Number of hours worked on my Mac per week] / 8 = [Number of backups per week]

In other words, do a backup for every 8 hours of work on the Mac. This number will vary, depending on your evaluation of an "affordable loss".

Within its primary use, that is to save the data from a crash, a backup can also be used to recover a previous version of a document. How many times haven't you found that the first draft was better than your second draft but because when you save your document, you erase the previous version (normally, if we were very conscientious, we would give a new version number after any major change, and keep all the previous version until the job is finished), thus your first draft is lost! If a backup had been done within the time of the two versions (the one we have, and the better one), we can use the backup to revert to the first draft!

Some people, more conscientious, have found it very useful to have not only one set of backups, but x different sets which they use one after another, reverting to the first set after a week or more. For an example, I can have 7 different sets, one for each day of the week. I use one different each evening before switching off my Mac. If on Wednesday I have to use the document I had last Thursday, I simply restore it from my Thursday evening backup.

Floppy backup

Among the different techniques of backups, the solution which consist of copying the data of your Hard Drive to floppies is definitely the cheapest, but it is not the easiest nor the fastest. It will take you between 10 to 70 minutes (this depend on what you have changed since the last Backup, because most of the Backup software will not re-save something which has not been modified), and about 25 double sided floppies to backup a full 20 Mb Hard Drive. My preference in Backup Software is *Diskfit* (Supermac Software),due to its user friendly interface, its fast processing and its finder readable backup sets, however there is a number of other software packages that can be used, I suggest you do some research and choose the package that best fit your needs.

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In fact, I recommend *Diskfit* only if you have to save your complete Hard Drive, because it is unable to make backups of single or batches of folders (on the other and it can make backups of single documents without the application, which is my choice, because I already have a backup of all my applications (Original disk).

It is very important to write the name, number, and date of each disk of your set on their respective labels, otherwise you will lose a lot of time, and to put your set in some other place than your other disks (in a safe, if you have one...). Your backup set are not protected from duplication and if somebody got hold of it, he/she could get the full content of your Hard Drive. In case of destruction of your Hard Drive by an external factor (fire, water, vandalism, etc..) you will be very happy to have put the backup of your data (always more valuable than your computer) in some other place than your system (sorry to be so pessimistic, but you would better be warned !).

Hardware backup.

If you have a large Hard Disk (more than 40 Mb, once a day) and have a good budget, a Hardware backup is convenient. It's very fast, no or few manipulations needed, and safe. Hardware backup is a generic term for a lot of different ways to make a backup of your data. What is changing is the support on which the data will be saved. All these techniques need additional Hardware support (contrary to the floppy backup, which does not require anything because all Macintosh computers have at least an internal floppy drive). More the backup support is fast to write, more the backup will be fast to do.

With a Tape backup system, the software have to be included. The process is easy but the speed is different for each system. The backup of your data can be divided on several tapes, because the system allows you to change the tape (the hardware part is still the same). For example if you have a 60 Mb Hard Drive, you can make your backup on two tapes of 30 Mb.

It is also possible to make a backup of your hard drive on a second hard drive of the same size, which will become a "mirror" of the first one. During normal use of your Mac, the second Hard Drive will be disconnected. You will connect it only during the backup. To do that easily, a Backup software (I know that Diskfit can do it either on floppy disk or hard disk support, but I don't know if all software are ambivalent), is recommended. This will work only with chainable (SCSI or other) hard drives. If you use a SCSI system, be sure that the address switch of your second hard drive is different from the first one. The only problem with making your backup on another hard drive is that the Hardware part and the data support cannot be dissociated (except for Bernouilli or Winchester system, but they are a lot more expensive than standard hard drives), and it is not easy either to move it (to put it in a safe) nor to make turn around backups.

There is also other backup systems available, but their use are not very common and I've never had a chance to use any of them. If you're lucky, your dealer can show them to you !

For all systems, my last recommendation is to ask you to make sure of the compatibility of a backup system with your actual hard drive and Macintosh, particularly if your Mac is an old one without SCSI port (Mac 128, 512).

Compact your Hard Drive

Because your hard drive consists of only a dumb piece of metal and other components, it will not utilize the free space you give it by deleting files. Why? Let examine your hard drive as a drawer, and what is happening to it when you delete a file.

This is a 20 Mb hard drive as it would look if you have never put any documents to the trash (or after compacting).

We have 5 files (A [2.5.0 Mb], B [2.0 Mb], C [3.0 Mb], D [0.5 Mb], E [2.0 Mb]) with no gap between them. 10 Mb are free and available for new Data.

We delete B and D and later we add G [1.5 Mb]

We have now 4 files 11 Mb are free. But we have seen that G, which we just added, has not taken the place of B, which is deleted and thus free, which took more space than G, and were G logically should have been. As I've said, the hard drive is not able to use the space you've freed by deleting a file. In fact, 11 Mb are free, but only 8.5 Mb are available for new files. If we keep filing the hard drive this way, it will not accept more data soon, but the total of our data will be far from the optimum 20 Mb capacity of the hard drive. The problem shown here is called "fragmentation of data".

This problem can be solved real easy by a file compacting utility which will rearrange the

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files on the hard drive in a way that will eliminate the gaps between the files, thus we will have full utilization of the hard drive. After compacting the hard drive, the available space will be equal to the free space (11 Mb).

The utility software you need to do this operation on your hard drive is often included when you buy your hard drive. Check to see if you have one, or if there is a recommendation in the manual of your hard drive. If nothing like this is in your possession, your next step will be to stop by the nearest dealer and ask him for one ! My recommendation is *Disk-Express*, due to its fast processing and its other functions, including Desktop compacting and Hard Drive verification.

Compacting your Desktop

Another frequent problem resulting in abnormal loss of space is from an enormous and unnecessary Desktop file. The Desktop file is a file you always use but you don't know you use it because you never see it. It's the file in which the Finder will store disk related information such as Icon picture, name of files, size of your windows, etc. The problem with this file is very similar to the Hard Drive fragmentation. Here, when you delete a file, the name of the file will be destroyed, but all the information the finder uses will be kept "ad patres" if we do not compact it sometimes. With very old Desktops that has never been cleaned it has created unexpected malfunctions of the Finder.

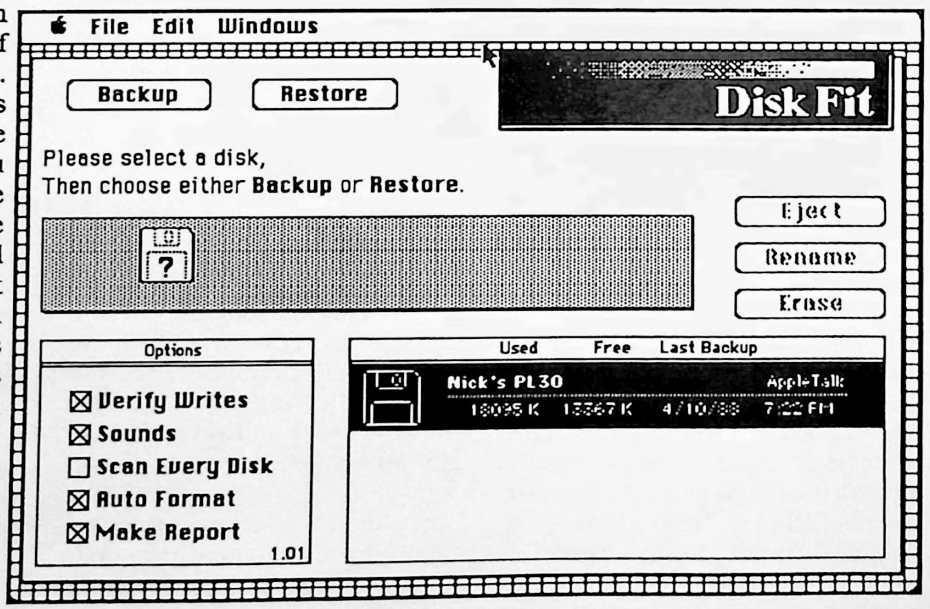
To clean it, two solutions can be used : First, you can use the function the Finder provides to do this: Keep the option and the command key down while quitting from an application. A dialog box will ask you if you want to rebuild the Desktop just before arriving to the finder. There are two problems with this solution one is that if you use an old version of the system, particularly MFS folders, you will lose the name of all your folders, and for all system versions, you will lose all information you have typed in the "Get Info" window of every program. The second solution, that we will look at, does not have this kind of inconvenience (as far as I have tested it...).

Second, you can use a utility software as *Mactools* or *DiskExpress*, which will rebuild a new Desktop without loosing any current information from the old one. The only thing that will be destroyed will be the old information you do not need anymore. Even if this procedure requires that you buy a utility software to do it, I really recommend it more than the first one, and anyway, the software you buy is not going to do only that !

Killing the bogus memory...

The last operation that we should do regularly on an hard drive is to run a utility to examine it and correct any block of memory that shows any errors. Like every other magnetic supports, some part on a hard disk can lose some its accuracy. For better safety this block have to be locked, thus no data is saved on it or in other words you put a cluster on it. Do not be afraid to of loosing all memory because of too numerous clusters. Every hard drive is provided with extra memory to replace old one that could have been clustered (around +5%). And even if you go over this margin, your hard drive can be returned to the dealer for service (to have maximum utilization, all hard drives should be serviced at least every 3 years, even if it seems to work perfectly well).

Once again, sorry to be so pessimistic warning you of all kind of problems that can happen to your hard drive, but remember that the odds are that your hard drive will live as long as your Mac, unless you don't give it a little care.



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3 - Do you use your computer; ____ Every day ? ____ A few times each week? ____ Few times a month?

4 - List four favorite programs:

A - _____ C - _____

B - _____ D - _____

5 - How many monthly meetings do you attend in a year: (Circle one) 12 11 10 9 8 7 6 5 4 3 2 1 0

6 - List which classes you attended and which you would like to see in the future. _____

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7 - Y___ N___ Do you use your computer for telecommunication ?
If so, which services do you use, and about how many times per month do you call thereservices?

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8 - On a scale of one to ten, how do you feel about The AzApple Journal (circle a number).

Dislike **1 2 3 4 5 6 7 8 9 10** Like

9 - Y___ N___ Would you be willing to suggest changes so as to make AzApple better for you and your family, and may we call you for council?

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☐ **Yes!,** I want to learn, get me involved!

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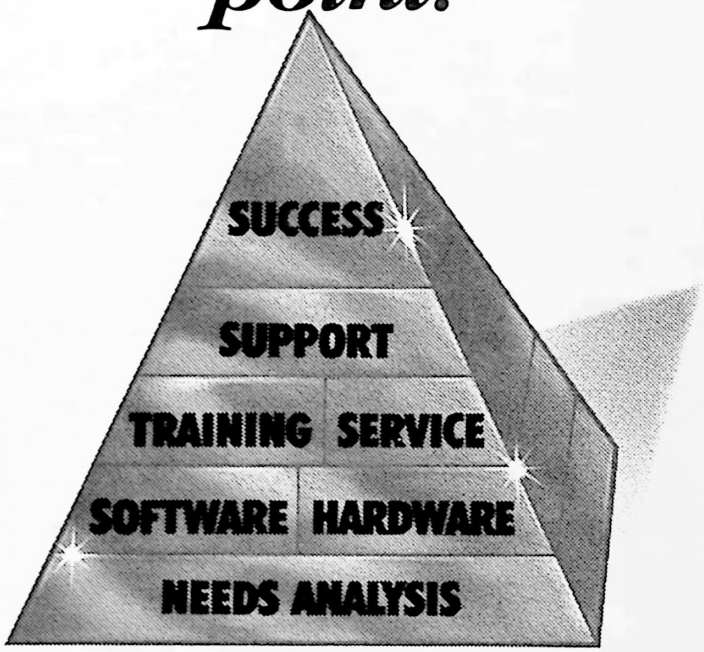

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